Team:WhatsInAName

Team Members:

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Team Github Repository:

https://github.com/sandeepchawan/CMPE202-GroupProject

Task Board:

https://waffle.io/sandeepchawan/CMPE202-GroupProject

Scrum Burndown Chart:
https://docs.google.com/spreadsheets/d/1S8ae0UEZnG_RSmKX7kaMhuGan-VXr7qpN
VppfCJJMdI/edit?usp=sharing

Journal Entries:

ChPrabhuTejPulagam

XP value: *Respect*

In this week, we have started off with developing two versions of our game-one in processing ide and one using html5/jquery. We have subdivided our teams in two groups to work on the two versions of our game. There were a lot of inputs given by each of us regarding the implementation of our compression box and to drag/drop the words into it. We have met a couple of times and explored the various jquery libraries and tried our hand at some of them to check which one is suitable to our game. We have discussed the implementation of our algorithm by brainstorming each idea given by the team. We discussed the possible use of different data structures like ArrayList, HashMaps in our algorithm and how effectively we can implement the text compression using these data structures. We discussed various complexities involved in our implementation like mapping the position of each repeating word to the compressed string and to retrieve the actual word after decompression. Finally,we were able to drag and drop the string to the compression box in both processing and Html5. We restructured our backlog items for the following week by prioritizing the items. We decided to make 2 working versions of our game in processing and Html5. We divided our work into various modules like working on the ui/animation, implementing the algorithm, drag/drop of the strings among ourselves and combine our modules in the end. We also had a discussion regarding the implementation of multi-player as there was an option to implement this feature in processing environment and also on docker cloud/aws. We decided that we are going to implement our algorithm in the upcoming week.

Sandeep Kumar Chawan S

XP value: *Simplicity*

The focus of the week was to continue working on the HTML/Greenfoot implementations of the game. Comprehensive progress has been made on the HTML and greenfoot versions of the game. On the HTML side, which is being built to create interest among engaging players, drag and drop infrastructure has been implemented with a simple, clean user-interface. Things have been kept simple, to indicate to the user if the word in the sentence can be compressed or not. Different variations of shaking the box were considered and it was decided by the team to adopt the simplest, understandable indicator which would help the client understand the concept better.
On the greenfoot end, while drag-n- drop might look clumsy, another simple alternative was to select/deselect a word in a sentence based on user click. The logic being implemented as a part of this change, has been well segregated into loosely coupled classes while being cohesive. After selection, storing the hash values in a hashMap using word(string) as the key and value as number has greatly simplified logic and API usage.

Shaurya Mittal

XP value: ***Courage***

As we were progressing to build our game in green foot, we thought of trying processing and other tools. This was courageous to think at this point in project development. But this turned out to be a good try because we then realised that the type of game we are trying to implement can be better implemented on processing as well as HTML5. We developed a working deliverable on processing and html and both look very promising.

Such courageous decisions can boost the moral of whole team and motivate us to work harder, meet our weekly targets and build a better product. As no one is a team lead in our project, all team members are being self motivated and realising their importance in the software development life cycle. Everyone has been true to their respective work and have made each other identify the hurdles that may hamper the software development progress. This itself shows how brave the team has been throughout the process. Although, this week there was no instance where individual courage could be lauded but the team as a whole did a marvelous job by suggesting some of the best workarounds to circumvent the problems we were facing.

In all, the progress in this week has been very good and we shall look forward to continue the same till the end of this project.

Aishwarya Rao

XP value: *Feedback*

The team met twice this week and started off this weeks work. We decided to try out our application on HTML5 and processing and go with whatever came out well. Once we started coding, both processing and HTML5 were going really well. So we decided to develop the application on both platforms and also develop the multiplayer feature using both platforms. We planned on how to do it and it seems possible to implement the multiplayer feature in the next week. This week, we implemented the text drag and drop feature using both HTML5 and processing. And also, we created a compression box where you can drag and drop the text and the text disappears when you drop it. The compression algorithm calculates the text compression percentage and displays it. We are yet to implement the algorithm but it is going to be implemented in the next week along with the multiplayer feature.

 We are planning to complete the algorithm and all the features required and then develop the UI in a user friendly manner to make the application attractive as well as interesting. All the work is going according to the plan and everything is being updated in the sprint burndown chart. In the next two weeks, we might be able to complete the development of the application.

YashasviKomma

XP value: *Communication*

The ability to communicate effectively implies the success of the project, communication ensures the success of project. Communication s about talking about the risks and the issues and helps to articulate the project goal.

The data stored in computers is increasing day by day which requires large amounts of storage, instead what can be done is compress the data, which is the main idea of the project.

This week we have discussed about the compression strategies and which enables the system to store less amount of data that is less space to hold the information, here the compression could be lossy and lossless. The lossless is the technique is the technique where we get the original string. We discussed about the concepts of arrays how it can be used to implement the compression.

We also discussed that we would implement the project in both Processing and HTML. We discussed about how the UI could be designed and how the interface can be made simple and efficient, that is the user can easily compress the given string by dragging the words into the compression box.